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## YOU ARE THE LION

The game of LION is a re-creation of the animal behavior, terrain, and conditions of the plains and woodlands in East Africa. It is up to the player to survive in this beautiful, but treacherous, world of the Serengeti. Strategy, wit, and persistence are the player's biggest allies.

There are 2 ways to play: complete 20 mission-based Scenarios, or play out the life of a lion in the free-form Simulation. The player's lion faces threats from all sides: from various prey, natural conditions, and other predators, the most deadly of which is man. As a lion, the player needs to use hunting skills, sensory abilities, strategic instincts, and courage in order to compete - and win - in the game of life. The more the player's lion behaves like a real lion, the higher the score. Enter the world of Lion!

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For more information on lions:  
George B. Schaller, *The Serengeti Lion*  
Univ. of Chicago Press, 1976

Installation Instructions are on a separate card in the Lion Box. After installation, launch the game by typing Lion in DOS, or by double-clicking on the Lion icon in the Sanctuary Woods Program Group in Windows. Read Quick Start to begin immediately. Note that throughout the game, the ESC key gets players out of the current selection, including the game introduction. Also, be sure to read Strategies on the back of this manual, and Scoring and Hot Keys are on the Quick Card.

### Main Selection Screen

Make your gameplay selection by clicking on the picture of your choice.



### Quick Start

To develop the skills of a lion, complete the Scenarios first, then play the Simulation. Along the way, the Lion Safari guided tour is helpful in picking up additional information to improve your score. Installation Instructions are on a separate card.

Each Scenario represents a different skill or challenge in a lion's life. Players apply this knowledge just to survive in the free-form simulation.

To get started in the Scenarios:

1. Click on the Scenarios picture.
2. Click on New Player.
3. Enter the player's name.
4. Click on a Scenario name to play. Scenarios increase in difficulty.
5. Carefully read the Scenario Description. Important clues are given.
6. Click on Continue to begin playing.

Here is some basic gameplay information:

- The lion walks/runs in the direction the cursor is moved.
- To interact with other animals to kill, fight, or mate, click on them.
- Hit the Space Bar or the (right) mouse button to access the Command Bar at the bottom of the gameplay screen.
- Refer to the Hot Keys and Scoring on the Quick Card.
- "F1" - "F7" display Hot Keys and Scoring help on-screen.
- Strategies on the last 2 pages provide invaluable clues.

SCENARIO SETUP

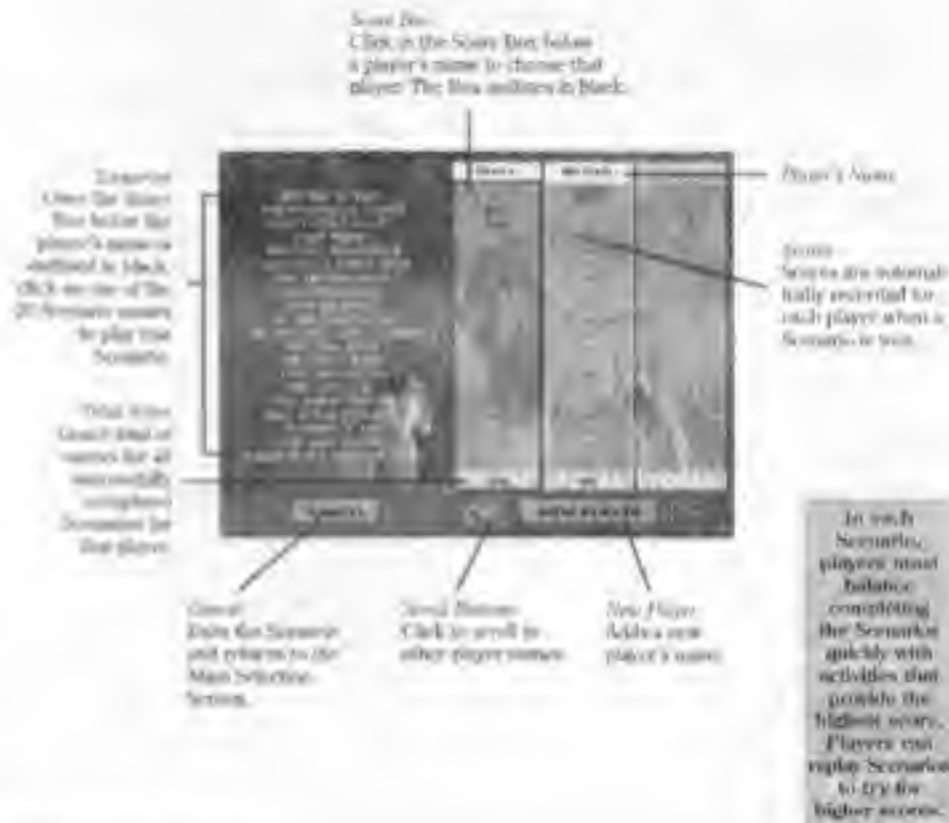
There are 20 mission-based Scenarios, each focusing on a different challenge in a lion's life. Each Scenario has a Par Time for completion. Players can play for 3 times the Par Time before losing the Scenario. Points are awarded for how quickly the Scenario is completed. See the Quick Card for specific scores. Refer to Strategies on the last 2 pages for invaluable clues in solving the Scenarios.

### Scenario Selection Screen

The player enters their name and chooses the Scenario to play. Up to 30 player names can be entered. To remove 1 player and replace them with another player, click on the old player's name and enter the new player's name. The old player's scores are erased. Scores are automatically entered when Scenarios are won. Scenarios can be played in any order, although they increase in difficulty. They can also be replayed.

To play a Scenario:

1. Click on New Player.
2. Type in player's name and hit Return. The Score Box is outlined in black.
3. Click on any Scenario name to play or replay that Scenario.



## Scenario Description Screen

After choosing a Scenario, a detailed description is given, along with the Par Time, and high score. Read the description carefully, as valuable clues are given.

**Scenario Name:** THE SCOTCH COON

**Scenario Description:** Detailed description of the scenario. Pay close attention for clues to solving the scenario.

**Par Time:** Time player has to complete the scenario without penalty. Players exceeding Par Time receive penalty.

**Continue:** Begins playing the scenario.

**Winding a Scenario requires a combination of identifying clues, using of the strategies, improving skills, and having persistence. Players may need to try several times before succeeding.**

**Low Paragraph of Scenario:** Describes goal or mission of the Scenario.

**High Score:** Highest Score achieved by any player for successfully completing this Scenario.

**Cancel:** Cancels this scenario and returns to the Scenario Selection Screen.

## Scenario Summary

Here is a summary of the goal or mission of each Scenario and the Par Time. Scenarios may be played in any order although they increase in difficulty.

Scenario	Par Time	Mission
Mounds to Feed	1 day	Kill an animal so cubs can eat
The Biological Clock	4 days	Successfully mate with a nearby bear
Don't Yonder Me In	2 hours	Escape the transitional game of the zoo crew
Take Hide	2 days	Fight to take over a grade
One Long Road Back	2 weeks	Return to full health after injury from prey
Mammoth's Truncation	3 days	Take down 2 of the Mammoth's cattle
The Trailing Hunt	4 weeks	Kill one of each prey
Large Dangers	2 days	Find and cross the river to escape poachers
Learned Your	3 days	Regain your grade after being separated by poachers
In the Meadow	1 day	Find food before sunrise, or sunrise
The Trouble With Wardrobe	3 days	Raise the kill count for warthog by 1 point
The Thin Hunt	2 days	Defeat yourself against a Mammoth warrior
The Great Race	4 weeks	Find where the river runs through the cliff
Let's and Let Do	2 days	Fight and destroy 2 hyenas during a drought
The Lost Cub	2 days	Locate lost cub
The White Giraffe	4 days	Find and take down the ghostly White Giraffe
Don't Be Buffalo	3 days	Find and successfully kill the Cape Buffalo
Rambling 'n' Up	1 week	Take down a prey in view of the film crew's camera
The Last Laugh	5 days	Kill the hyenas who try to steal your carcass
Please Don't Feed the Lions	6 hours	Locate a poacher's camp and steal their food

## CHAPTER 10 SIMULATION SETUP

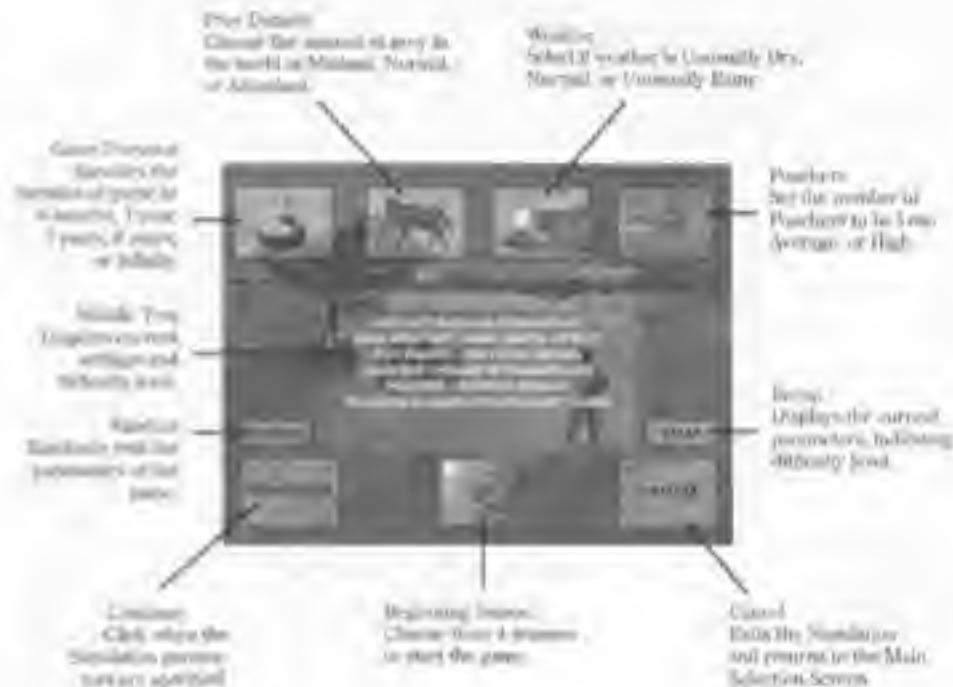
In the free-form Simulation, the player chooses the initial parameters of the world including length of game, prey density, weather, number of poachers, and the season. There are 20 lions to choose from with varying capabilities. Refer to *Strategies* on the back cover for invaluable survival hints.

### Simulation Setup Screen

Set up the initial conditions of the game world, or have them automatically selected. Each picture controls one element of the environment which directly impacts the difficulty level the player's lion faces. There are 5 difficulty settings:

- Trainee
- Beginner
- Intermediate
- Advanced
- Expert

In creating the Simulacra, the player has available a wide variety of realistic settings that provide exciting levels of difficulty in gameplay.



## Lion Selection Screen

There are 20 lions to play. Players can choose a lone nomad lion or control an entire pride of up to 5 lions. There are females and males, each with their own capabilities.



**Detailed Statistics**  
Displays the Detailed Statistics Screen to learn more about the history of the lion.

The more the player knows about their lion, the higher incomes they'll have. Be aware of the Lion Capabilities, Kill Ratings, and History.

**Rankings**  
The higher the Ranking, the higher the lion's overall income (rankings of lions).

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The higher the Ranking, the higher the lion's overall income.

**Build Pride**  
Click to build a new pride of up to 5 lions from the 20 available lions using Add to Pride (not shown).

**Prize & Loss**  
Shows number of prizes and losses.

**Control**  
Click to play the simulation with the currently displayed lion.

**Lion Capabilities**  
Shows 3 lion abilities: the lion's capabilities relative to other lions.

**Kill Rating Chart**  
Each lion has a Kill Rating number from 1 to 10. The higher the number, the better chance of success at killing lion prey. These are the lion's current Kill Ratings. During gameplay, 10 successful kills increases the rating by 1.



**Arrows**  
Scrolls through Kill Rating Chart.

**Way Animals**  
Shows list of prey animals are identified in the Quick Card.

**Add to Pride**  
First click build pride. Then scroll to display the desired lion and click. Add to Pride to add the lion to the current pride.

**Remove**  
First click build pride. Then click on any lion name in the Pride Members list and click Remove to remove the lion from the current pride.

**Cancel**  
Returns to the previous Simulation Setup Screen.

**Pride Members List**  
Shows current lions in pride.

**Pride Name**  
Shows name of current lion.

**Arrows**  
Scrolls through list of 20 lions.

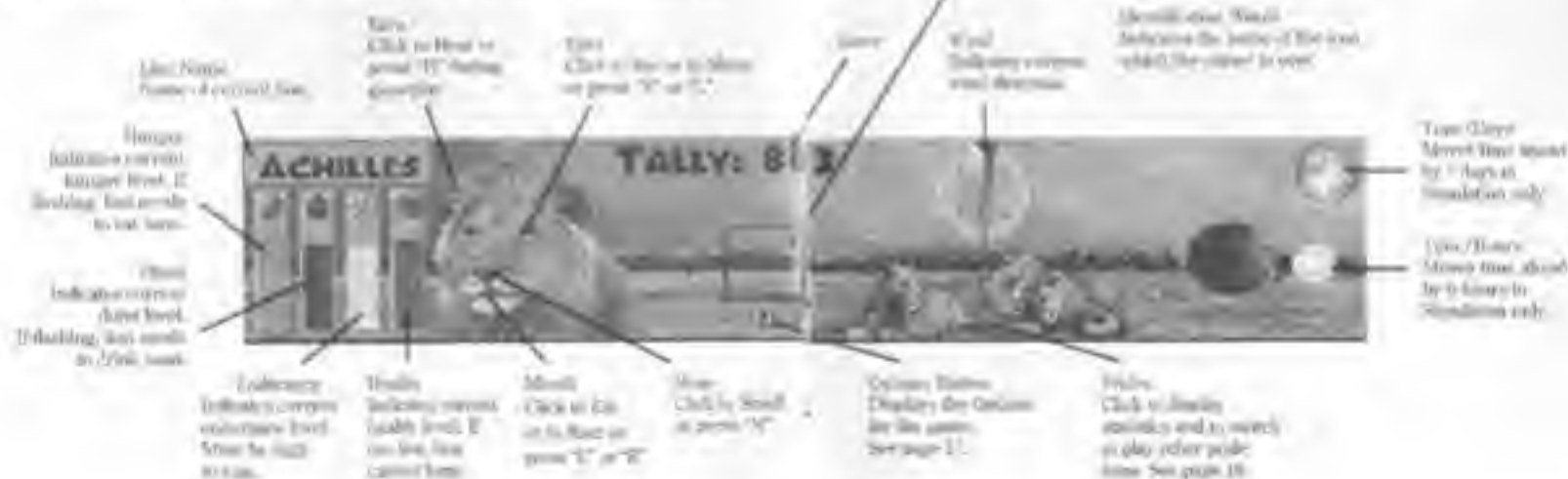


## PLAYING THE GAME

The gameplay in the Scenarios and the Simulation is the same. However, the goals are different. In the Scenarios, players must accomplish a specific goal within a given time. In the Simulation, players create the world and try to survive for a specified time, experiencing life as a lion.

### Command Bar

The Command Bar gives vital information about the player's lion, and provides access to various lion actions. To access the Command Bar, press the Space Bar. On the PC, players can also click the right mouse button. On the Mac, players can also move the mouse quickly to the Command Bar.



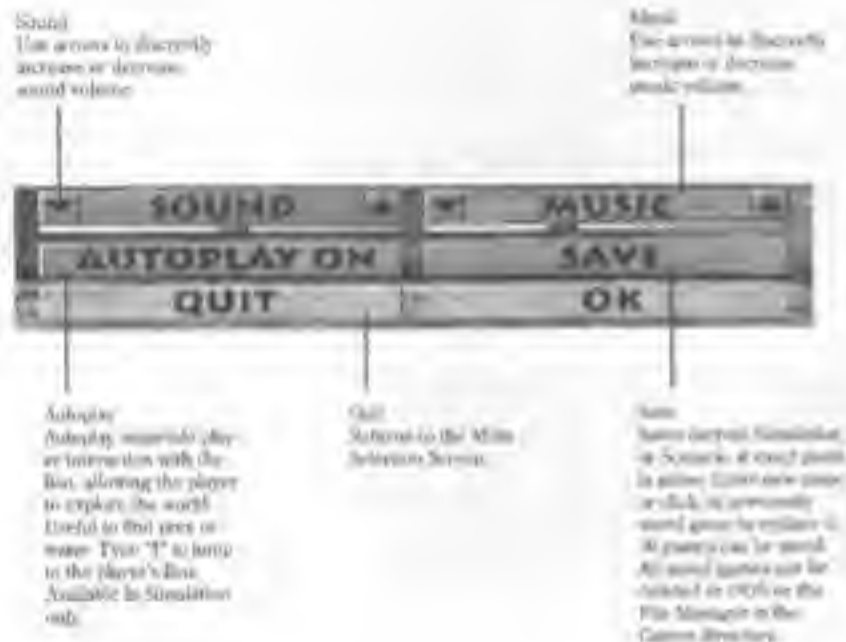
Click to zoom out to a wider style map. Click again to return to normal geography. Press "Z" repeatedly to zoom in for a closer view of the map. Icons are identified on the Quick Start.

The jacket style and neckline will allow all the body's curves to show in a subtle way in the surrounding area.



### Options Button

Click on Options in the Command Bar.



### Pride Screen

Click on Prides in the Command Bar.



In the wild, lion attacks are successful only 35%-50% of the time, with the highest rate of successful attacks taking place during the night or in groups.

## *Controlling the Player's Lion*

### *Moving Around*

To run, trot, or walk, move the cursor in that direction. The further the cursor from the lion, the faster the lion moves. Endurance in the Command Bar determines how far it can move before tiring. Its overall speed is determined by Endurance on the Lion Selection Screen.

### *Resting*

To stop, place the cursor on top of the lion. To sit down, press "T". To lie down, press "L" or choose "Sleep" from the Command Bar.

### *Playing Other Lions in the Pride*

Players can play any lion in the pride. See Command Bar for details.

### *Bringing Down Prey*

To make a kill, sneak up on the prey and click and hold on the animal while chasing it. The chance of success improves if the player lion moves in a crouched position. While the lion is standing, move the cursor over the lion, press the (left) mouse button down and continue holding while moving the lion slowly toward the prey.

### *Group Hunt*

To group hunt, move each lion into a crouched position near prey. Switch to play another lion using "Prides" in the Command Bar or by pressing "T". When all lions are positioned, attack with 1 lion and other lions also attack.

### *Eating and Drinking*

To eat, move the lion over a kill and press "E" or choose "Eat" from the Command Bar. To drink, move the lion into a water area and press "D" or choose "Drink" from the Command Bar.

### *Using the Lion's Senses*

Press "S" to see, "H" to hear, and "N" to smell (Nose). These senses can also be activated using the Command Bar. Icons appear on the screen indicating direction and presence of animals. These are explained on the Quick Card.

### *Roaring*

Press "R" to roar or choose "Roar" from the Command Bar.

### *Fighting*

To fight, double-click and hold the mouse on the other lion. Lions can only fight with lions of the same sex.

### *Joining or Taking Over a Pride*

A female or male nomad player lion can join a pride by fighting and defeating the pride leader, if that lion is of the same sex, or by mating with the leader if that lion is of the opposite sex. If player's lion successfully joins the pride, the other lions are added to Prides in the Command Bar. Lions who belong to a pride cannot join another pride.

### *Mating*

To mate, click on a lion of the opposite sex when it is alone. Females in estrus roll on their back. If the female is in estrus and mating is successful, cubs appear in 110 days. Mating can happen between any lions of the opposite sex.

### *Playing Cubs*

If the player's lion mates and produces cubs, then raises those cubs to 2 years old, the female cubs join the pride and can be played if there are less than 5 lions. The male cubs become nomads.

## Staying Alive

### Successfully Killing

Success in killing prey depends upon many conditions: the player's skill, the lion's health and endurance, crouching behind terrain cover, weather, time of day, wind direction, the kill success rate, and if the prey is injured. Keep in mind that while the player's lion can injure an animal, prey can also injure a lion.

### Satisfying Hunger and Thirst

When the Hunger bar is below  $\frac{1}{2}$ , the player's lion should eat. If it is flashing, it should eat soon. Drink whenever possible. If the Water bar is flashing, search for water immediately. Resting also slows the process of dehydration. Lions can steal food from other lions or hyenas or share a meal with a lion from the same pride.

### Regaining Endurance

The fastest way to increase endurance is by resting. If the player's lion is too hungry or too thirsty, it does not rest and players cannot move time forward in the Command Bar.

### Avoiding Poachers

The player's lion has 3-4 seconds to run away from a Poacher once he is 1 screen away. Otherwise, the lion will likely be hurt or killed. Lions can attack and kill Poachers by clicking on them. Some Poachers are on foot, others are in vehicles.

Lions tend to avoid conflict with each other. Threats usually come from Hyenas and Poachers.

### The Masai and Their Cattle

While Cattle are easy prey, if the lion attacks, the Masai will come after the lion and can kill it with their spears. Lions can also kill Masai by clicking on them.

### Encountering Hyenas

Lions and Hyenas are mortal enemies. A single lion cannot do well against more than 1 Hyena. Hyenas run away if there are 2 or more lions.

### Recovering from Injury

On average, most wounds heal in about 4 days. The player's lion cannot successfully hunt if it is badly injured.

### Death

Lions can die by poaching, starvation, thirst, hyena attacks, injury from fights with other lions or prey, and old age. If the player's lion is a nomad, the game ends when the lion dies. If the player's lion is a member of a pride, the player changes to control another lion when the current lion dies.

Lions usually kill only when they're hungry. Prey sense the danger when lions are on the hunt. Otherwise, lions and prey co-exist in close proximity.

### *The Simulated World*

- 24 hours of gameplay lasts from 8 - 25 minutes of real time depending upon player activity. Using Command Bar features stops the gameplay timer. This can be used to pause the game.
- The world is 1600 gameplay screens across by over 3500 screens down on the PC. On the Mac it is 800 screens across by 1800 screens down, but more of the world is displayed on the screen.
- The "Zoom" view is 16 normal gameplay screens wide by 16 screens down.
- Water systems tend to flow north/south.
- The Woodlands are in the Northeast.
- There are 4 seasons: Jan - Feb Dry with Showers  
Mar - May Heavy Rains  
June - Oct Dry Season  
Nov - Dec Rainy Season
- Prey typically migrates to the Woodlands in the dry season in June, returning to the Plains in the rainy season in November.
- When the weather is unusually dry, there is a severe lack of prey in the Plains.
- The range in the Lion Capabilities on the Lion Selection Screen enables the strongest lion to run twice as far and go for twice as long without food as the weakest lion.

### **REPORT TAKE A LION SAFARI REPORT**

Being a winner in the game of LION requires a combination of initiative, intuition, and knowledge about lions. The more the player knows and applies, the higher the score. The Lion Safari is a wildlife reference which increases the likelihood of success in the gameplay.

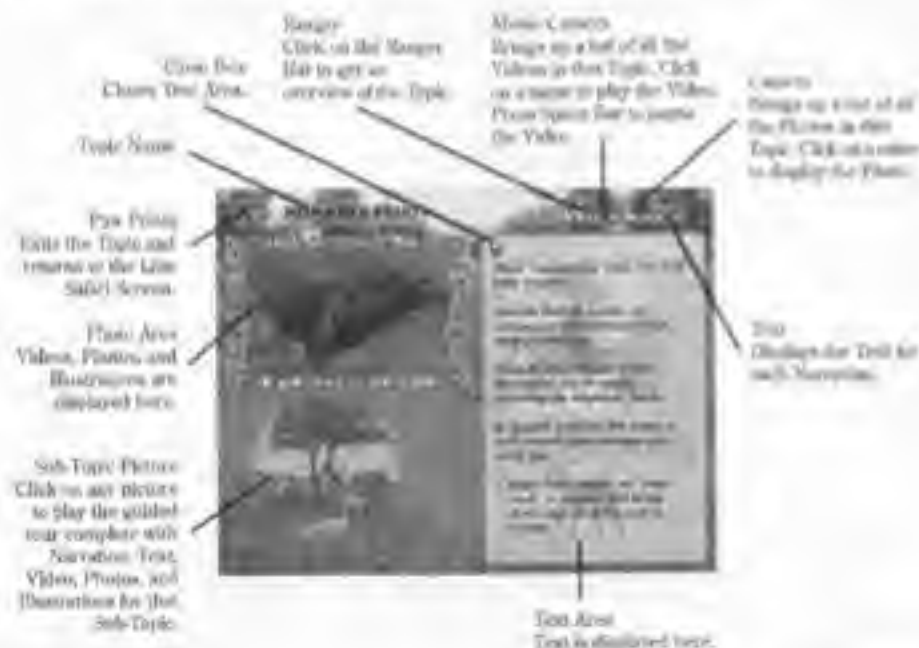
#### *Lion Safari Topics*

The Lion Safari is composed of an overview and 6 topics, each of which explores a particular aspect of the life of the lion. Click on any picture to display Sub-Topics.



### Lion Safari Sub-Topics

When a Topic is selected, pictures representing several Sub-Topics are displayed. Click on any picture to begin a guided tour of that Sub-Topic area complete with Narration, Video, Photos, Illustration and Text. Click the Space Bar to pause, and the ESC key to stop the tour. Videos, Photos, Illustrations, and Text can also be viewed independently.



### STRATEGIES

Employing various strategies is essential for survival. Here are some strategies players may find helpful in surviving in the Scenarios and the Simulation.

#### General Game Tips

- Success requires a balance of skill and patience.
- Save often. If one approach does not succeed, restore a previous game and try a different strategy.
- Attacking prey takes skill and practice.
- Most prey can run faster than most lions, so strategy is essential.

